

RESISTANCE

RETRIBUTION

TM



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Only On PlayStation.

RESISTANCE 2

"One of the Biggest, Boldest, and
...High-reaching Titles of 2008."

- GameInformer

"Better than Halo.
Bigger than Call of Duty."

- Gamepro

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MATURE

17+™



Blood and Gore
Intense Violence
Strong Language

ESRB CONTENT RATING

www.esrb.org

Online Interactions
Not Rated by the ESRB

INSOMNIAC
GAMES

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PS3



NATIONAL SERVICE ACTS, 1938 TO 1958 ENLISTMENT NOTICE

JAMES GRAYSON

PERSONAL

Registration No. 08211970

DEAR SIR,

In accordance with the National Service Acts, 1948 to 1950, you are called up for service in the Regular Army and are required to present yourself on **THURSDAY** day

* A Travelling Warrant for your journey is enclosed. Before starting your journey you **must** exchange the warrant for a ticket at the booking office named on the warrant. If possible, this should be done a day or two before you are due to travel. If your warrant is made out to travel from London you may obtain a railway ticket at, and travel from, the most convenient station to your address.

A Postal Order for 4s., representing an advance of service pay, is also enclosed.

Immediately on receipt of this notice, you should inform your employer of the date upon which you are required to report for service.

Yours faithfully,

CONFIDENTIAL



bend
STUDIO

YOU SHOULD READ
CAREFULLY THE NOTES
OVERLEAF.

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc, see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

RESISTANCE: RETRIBUTION™ Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP® and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

UCUS - 98668



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REGISTRATION CARD—

SERIAL NUMBER	1 NAME (PRINT)		
U-1829	JAMES GRAYSON		
2. PLACE OF RESIDENCE (Print)	5454 SKAFF LANE		
(County, township, village, or city)			
(THE PLACE OF RESIDENCE GIVEN ON THE LINE ABOVE WILL BE JURISDICTION; LINE 2 OF REGISTRATION CERTIFICATE WILL BE JURISDICTION)			
3. MARITAL STATUS	-SAME		
(Mailing address if other than place indicated on line 2. If same leave blank)			
4. TELEPHONE	5. AGE IN YEARS		6. DATE OF BIRTH
NONE	32		
82170			
7. NUMBER OF OTHERS OF PRESENT AGE WHO WILL ALSO BE SIGNING	NONE		
8. SIGNATURE'S NAME AND ADDRESS	AM		
9. PLACE OF EMPLOYMENT OR BUSINESS	AS ABOVE		
(Number and address of R. F. D. resident)			
I AFFIRM THAT I HAVE VERIFIED ABOVE ANSWERS AND THEY TRULY ARE TRUTH			
D. R. & R. FORM 1 (Revised 4-1-67)	(over)		



GETTING STARTED

RIGHT SIDE VIEW

△○×□ buttons

POWER/HOLD switch

FRONT VIEW

Disc cover DC OUT connectors

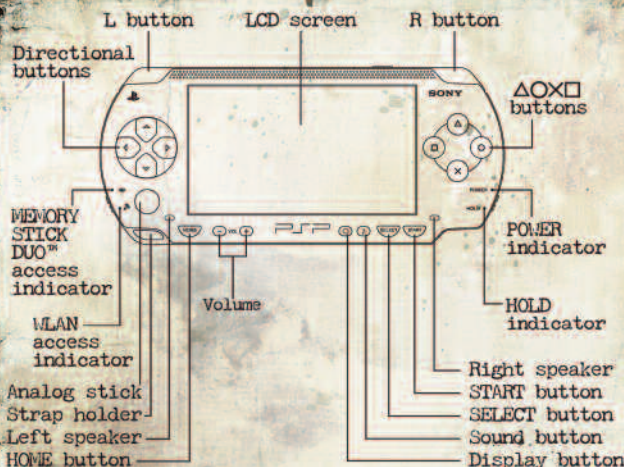
IR port

USB connector

OPEN latch

STARTING UP

PSP® (PlayStation®Portable)
System Configuration



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the Resistance: Retribution™ UMD™ with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP® System Software screen, highlight the Game icon and then select the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press X of the PSP® (PlayStation®Portable) system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing. Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games. Setting Up the Headset (optional)

Resistance: Retribution™ is compatible with the PSP® system headset.

To use the headset, the remote control supplied with the PSP® system is required. Attach the headset to the remote control, and then connect the unit to the PSP® system. For details on using the remote control, please refer to the PSP® system instruction manual.

These creatures are everywhere.
They have grabbed and captured most
of our troops and carried them away.
WE CANNOT STOP THEM!!!



CONTROLS

PSP® (PlayStation® Portable)
System Configuration

MENU CONTROLS

Navigate menu/Highlight menu option..directional buttons
 Select highlighted menu option.....X
 Previous screen/Return to Main Menu.....O
 Cycle through Online Menu Screens.....← / →
 Open Pause Menu.....START
 View Scoreboard.....START (hold)

CHARACTER MOVEMENT AND ACTION

Note: The control configuration default is set to STANDARD. You can change the control configuration by selecting the Options Menu and choosing CONTROLS.

Move Forwards/Backwards and Left/Right... Analog Stick

Turn Left.....□
 Turn Right.....○
 Aim Up.....△
 Aim Down.....X
 Point Up.....△ (while under water)
 Point Down.....X
 Primary Fire.....R
 Alternate Fire.....L
 Throw Grenade...L or R (while Grenade is selected)
 Weapon Select.....directional button →
 Access Weapon Ring.....directional button → (hold)
 Interact.....directional button ↓
 Reload.....directional button ←
 Manual Aim.....directional button ↑
 Take Cover.....Analog Stick (while approaching cover)
 Vault Over Cover.....directional button ↓
 (while in low cover)

CONTROLS

Weapon Ring Controls

Open Weapon Ring.....directional button → (hold)
 Toggle between rings.....R or L
 Select Weapon.....□, ○, △, or X

TURRET CONTROLS

Use / Release Turret.....directional button ↓
 Aim.....Analog Stick
 Fire.....R or L
 Toggle view.....directional button ↑

STARTING UP

Starting a New Game
 Title Screen / Main Menu



Press START at the Title Screen to reach the Main Menu. Use the directional buttons to choose from CAMPAIGN, MULTIPLAYER, OPTIONS and PROFILES.



CAMPAIGN MODE

On the Campaign Menu screen, choose from four options:

Campaign: Choose to begin the fight against the Chimera via the Campaign Mode or continue a previous game. This mode allows you to play uninterrupted through the Single Player story mode.

Location Select: Directly access unlocked stages of the game. Select Easy, Normal or Hard difficulty.

Intel Select: View all the pieces of Intel you have collected and see what documents still have yet to be unlocked.

Skill Point Unlocks: Access unlocked bonus material gained from completing Skill Points.

SAVING A GAME

During a Single Player game, your progress will be saved automatically between missions. To save your progress, make sure you have a Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 736 KB of free space inserted.

MULTIPLAYER

Connect to the Internet to play Resistance: Retribution™ online. You must be connected via broadband service (either DSL, cable modem or higher speeds) in order to play online. For more information, see Online Multiplayer section, pg. 16. You can choose from three options on the Multiplayer Menu:

Infrastructure: Join in multiplayer games through a connection point.

Ad Hoc: Join in multiplayer games by connecting directly to other PSP® systems. See Online Multiplayer section, pg. 16, for more information.

Options: Toggle and adjust your game controls, set your audio and video preferences, or change your control configuration. If you wish to reset the options to their default settings, press [X].

OPTIONS

Choose from various options that will affect the presentation of the game. Use the directional buttons to highlight an option and press [X] to confirm your choice. Options with adjustable levels can be set using the directional buttons [Left] and [Right] while the option is highlighted. Note: The options are the same for both single player and multiplayer modes.

Game Screen

Heads Up Display



WEAPON INFO



Weapon information is displayed in the bottom right of the screen. The gun icon on top indicates the currently equipped weapon. The meter underneath, as well as the number to the right of the meter, displays the ammo in the magazine, while the next number to the right is the total ammo remaining. The ammo icon at the end indicates the amount of ammo available for the weapon's secondary fire.

HEALTH

The bar on the bottom left represents your health. The bar is broken up into four chambers and when all four chambers have been depleted, you are defeated and must restart the mission.

BREATH METER

The blue bar that appears at the bottom left (just above the health bar) displays the amount of time you have to resurface, when submerged, before you drown. If the breath meter is depleted, your health bar begins to drain (not shown in screen).

INTERACTION ICONS

An interaction icon appears at the top right of the screen when you approach items that Grayson can interact with, such as turrets. The icon displays the type of action that can be performed by pressing the directional button [Down].

An interaction indicator appears over some items that Grayson can interact with to identify the item from afar.

AIM ASSIST

Aiming in Resistance: Retribution™ is achieved through Aim Assist. To utilize this feature, use the targeting reticule and Aim Assist Window together to pinpoint and fire at enemies in the field. Tap the action buttons [A], [X], [Triangle], and [Square] to switch between targets. When an enemy is within the brackets, the reticule will lock onto it. Aim in the direction of the desired enemy to select them as a target. The borders of the reticule change from yellow to red, indicating that a target is acquired. Note: While Aim Assist is active, you may aim manually by pressing up on the directional buttons. You can turn off Aim Assist in the Toggles options inside the Options Menu on the Main Menu.

Items



As you play through the game, you can find special Intel items in the form of envelopes that will give you more background information. To view the Intel items you've collected, press **START** to access the Pause Menu and then select **INTEL**.

AMMUNITION

Pick up and refill ammunition for your weapons by grabbing ammo packs and fallen weaponry.

HEALTH PICKUPS

Alien technology known as Sym-Bac, these health canisters will restore your health.

PAUSE MENU



Open the Pause Menu by pressing **START**.

Intel



View all collected Intel items.

Inventory

Access the Inventory Menu to view all of your collected weapons. Press **L** and **R** to cycle through the weapons and view their descriptions.

Options

Access the Options Menu to change a variety of Control and System Settings. There are five different categories: **TOGGLES**, **ADJUSTS**, **AUDIO**, **VIDEO**, **CONTROLS**.

Toggles: Toggle ON/OFF Invert Aim, Aim Assist, Auto Recenter, and Auto Save.

Adjusts: Adjust the Speed and Acceleration of Vertical and Horizontal aiming.

Audio: Adjust Subtitles, Volume of Sound Effects, Game Voices, and Music.

Video: Adjust the Gamma Level of the video display.

Controls: Press **X** to enter the Controls Menu and push the left or right directional button to change the Control setup between Standard and Alternate.

RESTART

Return to the beginning of the current level.
Note: All unsaved progress will be lost.

Quit the game and return to the Main Menu.
Note: As with restarting a level, all unsaved progress will be lost.



ARSENAL

Defeating the Chimera is going to take a wide range of weaponry. You have a multitude of specially engineered human firearms at your disposal as well as any Chimeran weapons you are able to commandeer during your missions.

XR-004 Allure



The XR-004 Allure is an energy-based grenade launcher of unknown origin. Standard fire will launch small timed grenades at a slow rate that deploy shortly after deployment. Secondary fire mode charges the grenades, giving them a magnetic-like property that sticks to surfaces and enemies.

Auger WS (RS)



A Maquis modified version of the Chimeran assault rifle that fires heavy blasts of radiation capable of tunnelling through solid matter. The WS designates a modification to the weapon's shield technology that deploys a widescreen barrier that is impervious to all weapon-fire except that from the Auger. This is one of the three weapons that has the ability to fire underwater.

IWAO-R Chaingun



The IWAO-R Chaingun was originally built for Japanese combat planes by legendary weapon designer Iwao Ryusaki. The cannons were light enough they were easily modified for infantry use. Its rapid rate of fire and large ammo capacity makes the IWAO-R a force to be reckoned with in the skies or on the battlefield.

Fareye FR-1



The Fareye FR-1 is the French counterpart to Britain's Fareye L23. The primary action chambers a .303 Mk 10 round with a muzzle velocity of nearly 3400ft/s. The secondary fire function activates a special attachment designed to accelerate neural activity with tailored electromagnetic pulses. This frequently creates the perception among snipers that time has slowed while in Focus Mode. Maquis engineers made the design decision to filter only low-mass objects, resulting in improved power consumption which allows the device to stay active indefinitely.

MAH-50 Frag Grenade



The MAH-50 Fragmentation Grenade is the standard issue anti-personnel munition used by resistance groups across Europe. Cheap and in large supply, the grenade has a timed detonator with a large blast radius.

L206 LAARK



The L206 LAARK (Light Anti-Armor Rocket) is an early model of the L209, which predated design of the targeting computer. L209 supplies were depleted across Europe, and Maquis fighters quickly learned to manually guide the rockets with great effectiveness. Using the alternate fire will slow down the rocket, allowing it to be re-oriented in flight. Aiming the reticule at any desired target and using alternate fire again will re-launch the rocket in the designated direction.

Longbow 1S-1K



The Longbow 1S-1K is a MDC designed rail weapon constructed from modified Chimeran technology. Its magnetic accelerator launches a small iron flechette at an extremely high velocity that is accurate on targets up to 1000 meters. The secondary function charges and fires multiple flechettes at once. The 1S-1K designation derives from the weapon's ability to destroy drones and kill Hybrid classes with a single shot. This is one of the three weapons that has the ability to fire underwater.

HE .44 Magnum



The High Explosive .44 Magnum fires armor-piercing rounds useful for close-quarter combat scenarios. Each slug carries a small, explosive charge that can be remote-detonated from a switch near the trigger guard.

Plasma Grenade



Plasma 'Sticky' Grenades are constructed from the same materials used in Chimeran plasma mines. The grenade adheres to most surfaces and detonates on a fixed timer. Clever soldiers have landed these grenades on Chimera who would return to cover near fellow units, and the detonation resulted in higher enemy casualties.

Schrotflinte .12 Gauge



The Schrotflinte 12 Gauge Shotgun is a double-barrel combat shotgun with both single shot and double shot firing actions. Deployed for close-quarters urban combat, the Schrotflinte's wide pellet spread has proven especially effective against large clusters of small enemies, especially Leapers.

BW001 Razor



The BW001 Razor is a modified version of the Chimeran Bullseye. It has a rapid cyclic rate and a high damage capability. The secondary fire has been upgraded to support spinning energy blades that home in on their targets, bouncing and redirecting from wall surfaces if necessary. Skilled soldiers have been able to carom shots that killed well over seven enemies with a single blade.

Sturmgewehr. 303 (Storm rifle) Carbine



The 303 Sturmgewehr (Storm Rifle) Carbine is the standard-issue rifle of Maquis resistance fighters. Recovered from the stores of a sunken German supply ship, the rifle was once a highly effective ranged weapon, but water damage has reduced its accuracy and range. An underslug Grenade Launcher fires fragmentation grenades that detonate on impact.

ML-45 Field Torch



The ML-45 Field Torch was designed for the British Military by Majestic Laboratories in the run-up to war with Russia. Built to withstand the extreme cold of the Ural Mountains, water-tight seals also allow the ML-45 to function in the frigid depths of the Barents Sea.



RESISTANCE CONNECT FOR THE PSP™ (PLAYSTATION®PORTABLE) SYSTEM

Take your game further with two additional game modes, Resistance: Retribution™ Plus and Infected Mode, available when you link Resistance: Retribution™ and Resistance 2™. To access the additional modes link your PSP® system to your PLAYSTATION®3 console with a USB cable while both Resistance: Retribution™ and Resistance 2™ are active and access the Options Menu in Resistance 2™. From here you are able to access both additional play modes.

Resistance™: Retribution Plus
Play Resistance: Retribution™ with your DUALSHOCK®3 Wireless controller. The challenge level is increased and aim assist is deactivated. This mode fully supports the vibration function of your controller.

If at anytime during Retribution™ Plus gameplay your DualShock® 3 becomes disconnected please exit the title, return to the main menu and repeat the steps listed above to re-establish connection with the DualShock® 3 controller.

INFECTED MODE

Creates an alternate history within Resistance: Retribution™. In Infected Mode, Grayson has regenerative health and can breathe under water. The HE .44 Magnum is added to the weapons roster and new Intel items are scattered throughout the levels. Infected Mode is active until you power down your PSP® system.

Note: Resistance™ Connect and Infected Mode only function during single player gameplay, and will not function during multiplayer.

SETTING UP ONLINE GAMEPLAY

To participate in head-to-head or online matches, select MULTIPLAYER from the Main Menu.

- A valid network connection is required to play online. See Creating a Network Connection below for detailed instructions.
- To talk directly to teammates during games, use the optional headset. See Getting Started section, pg. 2, for more information.

Resistance: Retribution™ is only playable online via the Infrastructure mode for the PSP® system. In order to get online, it is a requirement that you are able to connect your PSP® system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. Player is responsible for Wi-Fi fees.

Resistance Connect function requires: a PLAYSTATION® 3 computer entertainment system, a PSP® (PlayStation®Portable) system, a copy of the Resistance Retribution™ video game, a copy of the Resistance 2™ video game, a DUALSHOCK® 3 or SIXAXIS wireless controller, a USB cable and an additional cable for Video-out feature. All sold separately. Select a cable suited for the TV in use and functionality required.

INFRASTRUCTURE MODE: Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and setting up details, please refer to the PSP® system's Instructional Manual.

Note: A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of wireless network.

CREATING A NETWORK CONNECTION

Note: If you have already created a valid network connection using the PSP® system software, skip this section and review the remaining sections. Before you can play Resistance: Retribution™ online, you must have created a valid network connection. If you have already created and saved a network connection, you are good to go. If not, you can use the Network Settings application in the System Software screen under Settings.

Note: For more detailed information on creating a Network Connection, see the PSP® system Instruction Manual.

Note: If you experience connection issues, ensure that the WLAN Power Save mode is OFF. The WLAN Power Save is located in the PSP® System Software screen in Power Save Settings of the Settings column.

GETTING CONNECTED



Note: Use of the online portion of this game is subject to the terms and conditions under the ONLINE USER AGREEMENT located within the game. A full copy of the ONLINE USER AGREEMENT is available at:
www.us.playstation.com/support/useragreements

1. Select INFRASTRUCTURE or AD HOC from the menu and press X to confirm.
2. If prompted, enter your PLAYSTATION® NETWORK email and password to sign in.
3. Please read the ONLINE USER AGREEMENT and select YES if you agree to the terms. You must agree to the terms of the ONLINE USER AGREEMENT to connect to Resistance: Retribution™ online.

JOIN GAME

Multiplayer

Online Communication

Using the Online Keyboard Interface to Enter Data and Chat



The Keyboard Interface appears any time you need to enter text into the game. This can be for Character Names, Passwords, On-Line Community screens etc. The Interface consists of two main areas: the text field area and the keyboard. Voice chat can also be activated during gameplay by holding the select button to talk.

- Press the directional buttons to highlight a key, then press **X** to select and enter the character in the field.
- Press **□** to backspace/delete a character.
- Hold **L** to shift.
- Press **△** to add a space to the text field at the current cursor position.
- Press **○** to close the Keyboard Interface without transmitting or entering data.
- Press **START** when you're finished to input the contents of the text field and close the Keyboard Interface.

MULTIPLAYER MENU

Once logged in, you will be taken to the Multiplayer Menu. You can select JOIN GAME, HOST GAME, PLAYER LIST, or OPTIONS by pressing **L** or **R**.



From here you will be able to join any games that are being hosted by other players. Use the directional buttons to scroll through ALL GAMES, RANKED GAMES, UNRANKED GAMES, FRIEND LIST, CLAN LIST, and CLAN VS CLAN. Press **SELECT** to refresh the game list or press **START** to start a quick match where you will join the first available game.

HOST GAME



Here you can create and host your own game. Scroll through the selected option using the directional buttons to create a game with your specifications. You may choose to have a Ranked or Player Match, what the Game Mode will be, which Map to play, and the Maximum Number of players. You may also add a password if you wish to make it a Private Match. When you are ready to host simply press **START**.

GAME MODES

Join either the Cloven or Maguis in heated Multiplayer battle.

FREE-FOR-ALL: All players are out for themselves. Eliminate the opposition. The player with the highest score wins.

TEAM DEATHMATCH: Eliminate the players on the opposing team. The team with the highest score wins.

CAPTURE THE FLAG: Capture the opposing team's flag and deliver it to your base to score points. Your flag is required at your base to score.

CONTAINMENT: Capture Coolant Nodes to over heat and destroy the opposing team's Reactor. Controlling both Coolant Nodes increases the overhear time.

ASSIMILATION: As the Cloven, eliminate the opposition to assimilate them to your team. As the Maguis, avoid being assimilated as long as possible. The player with the highest individual score wins."

TEAM ASSIST: With Team Assist, you get a boost from your teammates when they are nearby. In Capture the Flag, your speed increases while carrying the flag when close to teammates. Enemies appear on your radar as long as a teammate has that enemy in his/her line of site.

PLAYER LIST

Here you can see all of the players logged onto the Resistance Retribution™ servers including your Friends List, Ignore List, Clan Players, and Channels. Use the directional buttons to scroll through the options and select players. Press **△** to chat."



Only On PlayStation.

9.5 out of 10

- GameInformer

5 out of 5

- G4TV's X-Play

AVAILABLE NOW



MATURE 17+™



Blood and Gore
Intense Violence
Strong Language

ESRB CONTENT RATING

www.esrb.org

Online Interactions
Not Rated by the ESRB

INSOMNIAC
GAMES

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.

For details on the update feature of the PSP® system, contact SCEA Consumer Services at 1-800-345-7669 or visit <http://www.us.playstation.com/psp>



PS3

